48 Arcane Ballista

LEVEL 12 | AC 24 | DEF 22 | SPEED 5 | HP 50

ATTACK ACTIONS

Shock: +17 vs DEF (Fort); 10 lightning Damage

Ballista Bolt: (nearest) +17 vs AC; 25 Damage

ABILITIES

Construct

Immune Confused, Stunned

SPECIAL POWERS

Arcane Aim: +4 Attack and +5 Damage while adjacent to an Arcane ally.

❑❑ **Arcane Bolt:** Use with a attack while adjacent to an Arcane ally. Choose cold or fire; if the attack hits, all creatures adjacent to target take 15 Damage of the chosen type.

9 Arcanix Guard

LEVEL 4 | AC 20 | DEF 16 | SPEED 5 | HP 35

ATTACK ACTIONS

Mace: +11 vs AC OR DEF (Fort); 10 Damage

ABILITIES

Human • Martial

SPECIAL POWERS

Arcane Protector: +2 Attack and +10 Damage while an Arcane ally is adjacent to target.

The towers of Arcanix hold precious magic—and rest assured, that magic is safe.

93 Aspect of Moradin

LEVEL 16 | AC 30 | DEF 28 | SPEED 6 | HP 95

ATTACK ACTIONS

Warhammer: +23 vs AC; 25 Damage

Returning Warhammer: (range 10) +21 vs AC; 25 Damage

ABILITIES

Good • Immortal

Reach 2

SPECIAL POWERS

Cleave: Immediate, when this creature's attack destroys an enemy; make a attack. Usable once per turn.

Giant Bane: +2 attack and +10 Damage against Giant targets.

CHAMPION 2 ❑❑

- Use when an enemy adjacent to a wall is hit by a attack: +10 Damage on that attack.
- Use at start of round. Enemy creatures can't shift this round.

13 Axe Soldier

LEVEL 5 | AC 21 | DEF 17 | SPEED 5 | HP 40

ATTACK ACTIONS

Greataxe: +12 vs AC; 10 Damage

ABILITIES

Human • Martial

SPECIAL POWERS

Eyes on Me: Make an opportunity attack against any enemy within Reach that shifts or attacks a creature other than this creature.

The tactic is simple: Survive the enemy's first rush, then make sure he doesn't live to attempt a second.

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28 Combat Medic

LEVEL 8 | AC 22 | DEF 18 | SPEED 6 | HP 55

ATTACK ACTIONS

Rod Smite: +15 vs AC; 10 + 5 radiant Damage

❑ **Healer's Strike:** +13 vs AC; 10 radiant Damage; hit or miss, 1 adjacent ally heals 20 HP. RECHARGE when first Bloodied.

ABILITIES

Human • Divine

SPECIAL POWERS

Rod of Healing: Minor action; 1 adjacent ally heals 5 HP.

❑❑ **Sacred Healing:** Immediate, when an ally within 5 squares becomes Bloodied; place this creature adjacent to that ally AND that ally heals 10 HP.

"There's fight in you yet, friend!"

33 Elemental Wall

LEVEL 10 | AC 26 | DEF 24 | SPEED 6 | HP 65

ATTACK ACTIONS

Slam: +16 vs AC; 10 Damage AND push 1 square

ABILITIES

Elemental • Earth

Resist 5 All

Hide; Reach 2

SPECIAL POWERS

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

Wall Form: While adjacent to a wall, this creature blocks line of sight and line of effect.

The elemental wall provides mobile cover for its allies on the battlefield.

65 Large Bronze Dragon

LEVEL 13 | AC 27 | DEF 25 | SPEED F7 | HP 80

ATTACK ACTIONS

Bite: +16 vs AC; 20 Damage

❑ **Draconic Fury:** 2 attacks, +14 vs AC each; 15 Damage each

❑ **Lightning Breath:** (line 10) +16 vs DEF (Ref); 20 lightning Damage, 10 lightning on miss. RECHARGE when first Bloodied.

ABILITIES

Good • Dragon

Flight; Reach 2

Resist 10 Lightning

SPECIAL POWERS

Buffeting Charge 5: Use when this creature hits with a charge attack; +5 Damage on that attack AND target is Dazed AND push 1 square.

CHAMPION 2 ❑❑

- Use at beginning of this creature's turn. Push 4 squares all enemies adjacent to this creature.
- Use during setup. This creature and its allies are invisible until end of first round.

18 Sacred Watcher

LEVEL 6 | AC 20 | DEF 18 | SPEED F6 | HP 30

ATTACK ACTIONS

Longsword: +10 vs DEF (Ref); 15 radiant Damage

ABILITIES

Good • Undead

Flight; Phasing

Insubstantial

SPECIAL POWERS

❑❑ **Defender:** Immediate, when an enemy adjacent to this creature makes a attack against an ally; make a attack against that enemy.

Evil Undead Foe: +2 Attack against Evil Undead creatures.

His vow to protect others did not end with his own death.

79 Sand Giant

LEVEL 15 | AC 30 | DEF 28 | SPEED 7 | HP 90

ATTACK ACTIONS

Desert Scimitar: +23 vs AC; 25 Damage

❑❑ **Sandstorm:** (burst 2) +20 vs DEF (Fort); 10 Damage AND Dazed. Hit or miss, squares in and adjacent to this creature's space contain smoke (in addition to existing terrain) until end of this creature's next turn.

ABILITIES

Giant

Resist 5 Fire

Penetrating Sight: Ignores smoke terrain.

Reach 2

SPECIAL POWERS

❑ **Desert Mark:** Minor action, once per turn; choose 1 adjacent enemy. At end of that enemy's next turn, it takes 15 Damage if it is not adjacent to this creature.

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7 Shieldwall Soldier

LEVEL 3 | AC 20 | DEF 16 | SPEED 5 | HP 30

ATTACK ACTIONS

Spear: +10 vs AC; 10 Damage

ABILITIES

Human • Martial

SPECIAL POWERS

Set Spear: Whenever a charging enemy moves into a square adjacent to this creature, this creature can make an opportunity attack against that enemy.

Shieldbearer: Allies have +2 AC while adjacent to this creature.

"Company, form ranks!"

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32 Warforged Bodyguard

LEVEL 9 | AC 25 | DEF 21 | SPEED 6 | HP 60

ATTACK ACTIONS

Warhammer: +16 vs AC; 15 Damage

ABILITIES

Construct • Warforged • Martial

SPECIAL POWERS

Bodyguard: Immediate, when an enemy attacks an ally adjacent to this creature; the attack targets this creature instead.

❑ **Reinforced:** Use when an attack against this creature is a critical; that attack is a normal hit instead.

"You'll get to my commander—over my dead body."

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46 Warforged Captain

LEVEL 12 | AC 28 | DEF 24 | SPEED 6 | HP 75

ATTACK ACTIONS

Greataxe: +19 vs AC; 15 + 5 lightning Damage AND if target is a Construct creature, it is Slowed (save ends)

ABILITIES

Construct • Warforged • Martial

SPECIAL POWERS

Battlefield Focus: Warforged allies within 5 squares of this creature have Immune Confused.

CHAMPION 2 ❑❑

- Use at start of round. Choose an enemy; allies have +2 Attack and +5 Damage against that enemy until end of round.
- Use when an ally's attack roll is a natural 18+. The target of that attack is also Stunned.

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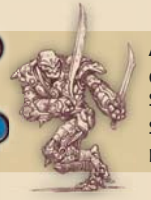
8 Warforged Scout

LEVEL 3 | AC 19 | DEF 17 | SPEED 6 | HP 30

ATTACK ACTIONS

Short Swords: +10 vs AC; 10 Damage



ABILITIES

Construct • Warforged • Stealth

Scout

Hide

SPECIAL POWERS

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

The nimble warforged scout is part spy, part light infantry.

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49 Warpriest of Moradin

LEVEL 11 | AC 27 | DEF 23 | SPEED 6 | HP 70

ATTACK ACTIONS

Maul: +18 vs AC; 20 Damage

Returning Throw: (range 5) +15 vs AC; 15 Damage

ABILITIES

Good • Dwarf • Divine

SPECIAL POWERS

Favored of Moradin: Dwarf allies within 5 squares of this creature have +2 AC and +2 DEF.

❑❑ **Moradin's War Cry:** Immediate, when an ally within 5 squares of this creature is missed by a attack; that ally makes a attack.

CHAMPION 3 ❑❑❑

- Use before an ally rolls a save. That save automatically succeeds.
- Use when an ally hits with a attack: +10 Damage on that attack, OR +20 Damage against Giant targets.

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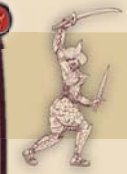
56 Brass Samurai

LEVEL 11 | AC 26 | DEF 23 | SPEED 6 | HP 75

ATTACK ACTIONS

Samurai Swords: +17 vs AC; 15 + 5 fire Damage

❑ **Fiery Breath:** (line 6) +15 vs DEF (Ref); 20 fire Damage, 10 fire on miss



ABILITIES

Human • Martial

+4 DEF (Will)

SPECIAL POWERS

Samurai's Resolve: While this creature is Bloodied, it makes an extra attack each time it takes an attack action.

CHAMPION 1 ❑

- Use during an ally's turn when it targets an enemy with a attack. That attack instead targets each enemy within that ally's Reach.
- Use when this creature or an ally would take fire damage. That creature has Immune Fire until end of round.

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58 Dragon Totem Hero

LEVEL 12 | AC 26 | DEF 24 | SPEED 6 | HP 75

ATTACK ACTIONS

Broadsword: +17 vs AC; 20 Damage

ABILITIES

Human • Primal

SPECIAL POWERS

Wyrmdance: Use after this creature resolves a attack. Shift 2 squares.

Wyrmstrike: Use when this creature renders an adjacent enemy Bloodied. Make a attack against that enemy.

CHAMPION 2 ❑❑

- Use at start of round. Dragon allies have Wyrmdance until end of round.
- Use when this creature is destroyed. Dragon allies have +10 Damage until end of battle.

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36 Dragonne

LEVEL 10 | AC 24 | DEF 22 | SPEED F6 | HP 65

ATTACK ACTIONS

Claws: +17 vs AC; 15 Damage

❑ **Intimidating Roar:** (blast 5) +15 vs DEF (Will); 10 psychic Damage AND Dragonne creatures have +5 Damage against target until end of battle

Pounce: (only on charge) Make 2 attacks.

ABILITIES

Beast • Dragonne

Flight

SPECIAL POWERS

❑ **Feral Surge:** Use at start of this creature's turn. This creature moves up to its Speed.

From dragons they draw their power; from lions, their roar.

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12 Halfling Slinger

LEVEL 5 | AC 17 | DEF 15 | SPEED 5 | HP 25

ATTACK ACTIONS

Dagger: +11 vs AC; 5 Damage

❑ **Sling:** (range 10) +16 vs AC; 10 Damage

ABILITIES

Halfling • Martial

SPECIAL POWERS

Extended Shot: Use when this creature makes a attack. The range on that attack becomes sight; -5 Attack on that attack roll.

❑ **Twin Shot:** Use when this creature makes a attack; attack 2 targets adjacent to each other. RECHARGE at end of this creature's turn if it did not attack on that turn.

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9 Hunting Cougar

LEVEL 4 | AC 18 | DEF 16 | SPEED 7 | HP 35

ATTACK ACTIONS

Claws: +9 vs AC; 10 Damage

Pounce: (usable only on charge) Make 2 attacks.

ABILITIES

Beast

SPECIAL POWERS

❑ **Feral Surge:** Use at beginning of this creature's turn. This creature moves up to its Speed.

The fast, cunning, and agile cougar makes a deadly animal companion.

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51 Lion of Talisid

LEVEL 12 | AC 25 | DEF 23 | SPEED 6 | HP 70

ATTACK ACTIONS

Scythe: +17 vs AC; 15 Damage

❑ **Flame Strike:** (radius 1 within 10) +15 vs DEF (Ref); 15 fire Damage AND ongoing 10 fire Damage (save ends), 10 fire only on miss

Pounce: (only on charge) Make 2 attacks.

ABILITIES

Elf • Primal

SPECIAL POWERS

Keen Scythe: This creature's attacks deal triple damage on criticals.

❑❑ **Cure Wounds:** Minor action; this creature or an adjacent ally heals 15 HP.

CHAMPION 2 ❑❑

- Use at start of round. 1 Beast ally has +2 AC until end of battle.
- Use when a Beast ally rolls a natural 17+ on an attack roll. That attack is a critical.

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38 Mephling Pyromancer

LEVEL 10 | AC 21 | DEF 19 | SPEED F7 | HP 45

ATTACK ACTIONS

Rapier: +17 vs AC; 10 + 5 fire Damage

❑❑ **Fireball:** (radius 2 within sight) +15 vs DEF (Ref); 20 fire Damage, 10 fire on miss

Fire Orb: (range 5) +15 vs DEF (Ref); 10 fire Damage

ABILITIES

Elemental • Arcane

Flight

Resist 10 Fire

Heir to a lineage of flame.

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15 Steelheart Archer

LEVEL 6 | AC 18 | DEF 16 | SPEED 6 | HP 30

ATTACK ACTIONS

Short Sword: +13 vs AC; 10 Damage

Longbow: (sight) +13 vs AC; 15 Damage

ABILITIES

Elf • Martial

Elven Step: Treats difficult terrain as clear when shifting.

"The sword or the bow: The choice is yours."

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52 Warbound Impaler

LEVEL 13 | AC 27 | DEF 25 | SPEED 6 | HP 80

ATTACK ACTIONS

Claw: +20 vs AC; 15 Damage

Impaling Spines: +18 vs DEF (Fort); 15 Damage AND Immobilized (save ends)

❑ **Whirlwind of Thorns:** (burst 2) +18 vs DEF (Ref); 10 Damage AND Slowed (save ends)

ABILITIES

Plant

Forest Walk: Forest terrain does not affect this creature's movement.

SPECIAL POWERS

Aura of Thorns: Immediate, when an enemy activates adjacent to this creature or moves into a square adjacent to this creature; that enemy takes 10 Damage.

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49 Warforged Barbarian

LEVEL 12 | AC 22 | DEF 20 | SPEED 6 | HP 90

ATTACK ACTIONS

Greatsword: +15 vs AC; 25 Damage

ABILITIES

Warforged • Primal

+4 DEF (Fort)

Immune Poison

Fortified Armor: Takes 10 less damage from criticals (minimum 10).

SPECIAL POWERS

Bladed Rage 5: Use at start of this creature's turn; 1 adjacent enemy takes 5 Damage.

"I was created to fight, and I will not stop until I am free."

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53 Wemic Barbarian

LEVEL 13 | AC 25 | DEF 23 | SPEED 8 | HP 95

ATTACK ACTIONS

⊕ **Greatspear:** +18 vs AC; 20 Damage

⸸ **Spear and Claw:** (adjacent target only) +15 vs AC; 15 Damage AND Followup

Followup: +13 vs AC; 15 Damage

ABILITIES

Wemic • Primal

Immune Fear

Reach 2

SPECIAL POWERS

Hunter 10: +10 ⸸ Damage while only 1 enemy is adjacent to this creature.

"What you call a battlefield, I call a playground."

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23 Wood Elf Ranger

LEVEL 8 | AC 22 | DEF 20 | SPEED 6 | HP 55

ATTACK ACTIONS

⊕ **Scimitar:** +13 vs AC; 15 Damage

❑ ⸸ **Scimitar and Short Sword:** Make a ⊕ attack; on a hit, shift 1 square and make a ⊕ attack against the same target.

ABILITIES

Elf • Martial

Elven Step: Treats difficult terrain as clear when shifting.

"As the winter wind sweeps through the trees, so shall my blades sweep through you."

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47 Gulgar

LEVEL 11 | AC 25 | DEF 23 | SPEED 5 | HP 70

ATTACK ACTIONS

⊕ **Warhammer:** +16 vs AC; 20 Damage

↛ **Shortbow:** (sight) +14 vs AC; 15 Damage

❑ ✧ **Sonic Pulse:** (blast 5) Automatic hit; 10 thunder Damage. RECHARGE when first Bloodied.

ABILITIES

Planar • Martial

Resist 10 Thunder

SPECIAL POWERS

Powerful Charge 10: +10 ⸸ Damage on charge.

Gulgars eat gems to make their bones as hard as adamantine.

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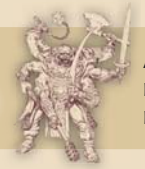
75 Aspect of Hextor

LEVEL 14 | AC 22 | DEF 22 | SPEED 7 | HP 110

ATTACK ACTIONS

⊕ **Feinting Strike:** +15 vs AC; 25 Damage, reroll once on miss

⸸ **Inevitable Assault:** +15 vs AC; 20 Damage AND this creature shifts 1 square and immediately makes this attack again (maximum 6 per turn)



ABILITIES

Evil • Immortal

Reach 2

SPECIAL POWERS

Multiple Threats: All enemies adjacent to this creature grant combat advantage to all attackers.

"Arise, Scourge of Battle!
Attend your humble servant!"

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25 Flameskull

LEVEL 8 | AC 22 | DEF 20 | SPEED F6 | HP 35

ATTACK ACTIONS

⊕ **Sear:** +11 vs DEF (Ref); 10 fire Damage

❑ ✧ **Fireball:** (radius 2 within 10) +13 vs DEF (Ref); 20 fire Damage. RECHARGE at start of this creature's turn if it has line of sight to an enemy within 10 squares.

ABILITIES

Undead • Arcane

Flight

Reach 0

"In life the flameskulls were among the most powerful of ancient wizards." –Elminster's Ecologies

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12 Goblin Blackblade

LEVEL 5 | AC 17 | DEF 15 | SPEED 6 | HP 35

ATTACK ACTIONS

⊕ **Blackened Blade:** +9 vs AC; 5 + 5 poison Damage

⸸ **Quick-Footed Attack:** This creature shifts 1 square and attacks; +11 vs AC; 5 + 5 poison Damage AND this creature's controller can activate 1 extra creature this turn

ABILITIES

Goblin • Stealth

Hide

SPECIAL POWERS

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

Goblins regard stabbing someone in the back as an art, not an act of cowardice.

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28 Goblin Underboss

LEVEL 8 | AC 22 | DEF 20 | SPEED 6 | HP 55

ATTACK ACTIONS

⊕ **Short Sword:** +13 vs AC; 10 Damage

↛ **Crossbow:** (nearest) +11 vs AC; 10 Damage

ABILITIES

Goblin • Martial

SPECIAL POWERS

Goblin Tactics: Immediate, when a ⸸ attack misses this creature; shift 1 square.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

CHAMPION 1 ❑

- Use during setup. Choose 1 Goblin ally. That ally has Scout.
- Use at start of round. Goblin allies have Sneak Attack 5 until end of round.

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11 Hobgoblin Archer

LEVEL 4 | AC 16 | DEF 14 | SPEED 6 | HP 30

ATTACK ACTIONS

⊕ **Battleaxe:** +10 vs AC; 10 Damage

↛ **Shortbow:** (sight) +10 vs AC; 10 Damage

ABILITIES

Goblin • Hobgoblin • Martial

SPECIAL POWERS

❑ **Group Fire:** Replaces move action: An adjacent Goblin ally of level 4 or below makes a ↛ attack.

Their bows are powerful, but their discipline makes them deadly.

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45 Inspired Lieutenant

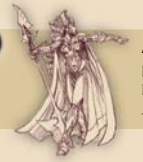
LEVEL 10 | AC 25 | DEF 23 | SPEED 6 | HP 70

ATTACK ACTIONS

(+) **Shortspear:** +16 vs AC; 15 Damage

❑ ⸸ **Hostile Empathic Transfer:** (only while damaged, living target only) +14 vs DEF (Ref); 25 psychic Damage AND this creature heals 25 HP

❑ ⟡ **Recall Agony:** (sight) +14 vs DEF (Will); 15 psychic Damage AND Dazed



ABILITIES

Evil • Human • Planar • Psionic

+4 DEF (Will)

SPECIAL POWERS

Psionic Defender: Use when an enemy attacks a Psionic ally adjacent to this creature. This creature makes a ⸸ attack against that enemy.

CHAMPION 2 ❑❑

- Use at start of round. Psionic allies have +2 Attack and +5 psychic Damage this round.
- Use when this creature destroys an enemy. RECHARGE Hostile Empathic Transfer OR Recall Agony.

11 Karrnathi Zombie

LEVEL 4 | AC 16 | DEF 14 | SPEED 5 | HP 30

ATTACK ACTIONS

(+) **Longsword:** +9 vs AC; 10 Damage

ABILITIES

Undead

SPECIAL POWERS

Mob 2: Every 2 creatures named Karrnathi Zombie count as 1 creature for warband construction.

By the end of the Last War, whole legions of the dead marched to the orders of Karrnathi generals.

51 Khumat

LEVEL 12 | AC 28 | DEF 24 | SPEED 6 | HP 80

ATTACK ACTIONS

(+) **Crushing Jaws:** +18 vs DEF (Fort); 20 Damage and Immobilized (save ends)

❑ ⟡ **Terrifying Gaze:** (range 5) +18 vs DEF (Will); Immobilized (Fear)

⸸ **Thrash:** (Medium or smaller Immobilized target only) Automatic hit; 25 Damage

ABILITIES

Evil • Planar • Aquatic

Reach 2

SPECIAL POWERS

❑ **Hunter's Glare:** Minor action; make a Terrifying Gaze attack.

❑ **Swim through Aether:** Use on this creature's turn; this creature has Phasing until the end of turn.

15 Large Duergar

LEVEL 6 | AC 20 | DEF 18 | SPEED 5 | HP 45

ATTACK ACTIONS

(+) **Warhammer:** +11 vs AC; 15 Damage

ABILITIES

Duergar • Martial

Reach 2

SPECIAL POWERS

Overwhelming Size: +2 Attack and +5 Damage against Medium or smaller targets.

"No mere dwarf am I! I'll pound you into the rock like a spike!"

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43 Night Hag

LEVEL 11 | AC 25 | DEF 23 | SPEED 5 | HP 70

ATTACK ACTIONS

(+) **Wicked Claws:** +20 vs AC; 15 Damage

⸸ **Dream Haunt:** (Helpless target only) Automatic hit; 40 psychic Damage AND this creature has Insubstantial until end of its next turn

❑ ⟡ **Wave of Sleep:** (blast 5) +18 vs DEF (Will); Drowsy (save ends). RECHARGE when first Bloodied.

ABILITIES

Evil • Planar

SPECIAL POWERS

❑ **Disguise:** This creature is invisible until after it has used an attack action. RECHARGE when this creature destroys an enemy.

Drowsy: (Condition) As Dazed AND if the affected creature fails a save to end this condition, that creature is instead Helpless (save ends).

59 Shuluth, Archvillain

LEVEL 12 | AC 23 | DEF 24 | SPEED 6 | HP 75

ATTACK ACTIONS

(+) **Mindcrusher Longsword:** +17 vs AC; 10 + 10 psychic Damage

⟡ **Halt Mind:** (sight) +15 vs DEF (Will); 10 psychic Damage AND Dazed

❑ ⟡ **Mind Blast:** (blast 5) +15 vs DEF (Will); 20 psychic Damage AND Stunned

ABILITIES

Evil • Mind Flayer • Mastermind • Psionic

Unique; +4 DEF (Will)

SPECIAL POWERS

❑ **Brain Sucker:** Use when this creature's ⸸ attack destroys an enemy; this creature has +4 Attack until end of battle.

CHAMPION 2 ❑❑

- Use when an enemy activates. That enemy must move 2 squares before attacking or take 10 psychic Damage.
- Use when an enemy is hit by a critical. That enemy is also Stunned.

4 Skeletal Legionnaire

LEVEL 1 | AC 18 | DEF 14 | SPEED 5 | HP 15

ATTACK ACTIONS

(+) **Spear:** +5 vs AC; 10 Damage

ABILITIES

Undead • Martial

SPECIAL POWERS

Shieldbearer: Allies have +2 AC while adjacent to this creature.

Dying is brief, but death is forever.

42 Snig, Worg Rider

LEVEL 11 | AC 25 | DEF 23 | SPEED 8 | HP 70

ATTACK ACTIONS

(+) **Battleaxe:** +16 vs AC; 20 Damage

⸸ **Mounted Attack:** This creature moves up to its Speed and makes a (+) attack at any time during its move.

ABILITIES

Goblin • Martial • Mounted

Unique. Strength in Numbers 2: Increase your warband's creature limit by 2.

SPECIAL POWERS

Devoted Followers: Immediate, when an enemy targets this creature with an attack; choose 1 active adjacent Goblin ally as the target instead.

CHAMPION 1 ❑

Warband Building: All Goblin creatures are legal in your warband.

- Use at start of a creature's turn. Move up to 2 Goblin allies within sight adjacent to this champion.
- Use at start of round. Goblin creatures in your warband have +2 Attack and +5 Damage until end of round.

20 Terror Wight

LEVEL 7 | AC 23 | DEF 21 | SPEED 6 | HP 40

ATTACK ACTIONS

Lifethirst: +15 vs AC; 10 + 5 necrotic Damage AND this creature heals 5 HP

Mark of Terror: +13 vs Will; 10 necrotic Damage AND target grants combat advantage to Wight creatures until end of battle (Fear)

ABILITIES

Evil • Undead • Wight

Vulnerable 5 Radiant

SPECIAL POWERS

Wight's Drain: Use when this creature destroys a living enemy. Roll 1d20. 1-15: This creature heals 10 HP and can shift into the destroyed creature's space. 16-20: You may place a new Wight creature with cost of 20 or less in the destroyed enemy's space. This creature is part of your warband and is considered to have activated this round.

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69 War Troll

LEVEL 13 | AC 27 | DEF 25 | SPEED 6 | HP 80

ATTACK ACTIONS

Serrated Sword: +17 vs AC; 25 Damage

Greatbow: (sight) +15 vs AC; 15 Damage

ABILITIES

Troll • Martial

SPECIAL POWERS

Crippling Slash: Use when this creature's attack roll against a living enemy is a natural 17+. The target of that attack has ongoing 10 Damage AND is Immobilized (save ends both).

Regeneration 10: Use at start of this creature's turn; heal 10 HP.

"Trust a wizard to breed a better troll."
–Lidda, halfling rogue

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36 Zakya Rakshasa

LEVEL 10 | AC 25 | DEF 22 | SPEED 7 | HP 65

ATTACK ACTIONS

Longsword: +17 vs AC; 15 Damage

Hobbling Strike: +15 vs AC, can be used with opportunity attack; 10 Damage AND Immobilized. RECHARGE when an allied champion is first Bloodied.

ABILITIES

Evil • Rakshasa

SPECIAL POWERS

Allies as Bait: Use when making a attack granted by Brutal Defender. That attack is an automatic critical.

Brutal Defender: Immediate, when an enemy adjacent to this creature damages an ally with a attack; this creature makes a attack against that enemy.

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37 Blood Ghost Berserker

LEVEL 10 | AC 17 | DEF 17 | SPEED 7 | HP 80

ATTACK ACTIONS

Greataxe: +13 vs AC; 30 Damage

ABILITIES

Goblin • Bugbear • Rage

SPECIAL POWERS

Death Strike: Immediate, when destroyed; make a attack.

Move in for the Kill: Immediate, when an enemy within 5 squares of this creature becomes Bloodied; shift 4 squares. Each square shifted must be toward that enemy.

The blood ghosts know nothing of pain or fear, for they believe that death has already come.

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50 Chimera

LEVEL 12 | AC 24 | DEF 22 | SPEED F6 | HP 90

ATTACK ACTIONS

Bite: +15 vs AC; 10 Damage

Triple Attack: Make 3 attacks, each against a different target.

Dragon's Breath: (line 12) +13 vs DEF (Ref); 20 acid Damage, 10 acid on miss

Lion's Roar: (blast 5, Bloodied targets only) +13 vs DEF (Will); Stunned (Fear; save ends)

ABILITIES

Magical Beast

Flight

SPECIAL POWERS

Ram's Powerful Charge 15: +15 Damage on charge.

Each head is hungrier than the one before.

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11 Derro

LEVEL 4 | AC 17 | DEF 17 | SPEED 5 | HP 35

ATTACK ACTIONS

Dagger: +11 vs AC; 5 Damage

Thunderburst: (radius 1 within 5) +8 vs DEF (Fort); 5 thunder Damage AND Stunned

ABILITIES

Derro • Rage

Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPECIAL POWERS

Blend with Shadows: This creature has Conceal 6 while adjacent to a wall.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

Derro would rather enslave and torture their enemies than kill them outright, but they're not picky.

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36 Fiendish Girallon

LEVEL 10 | AC 22 | DEF 20 | SPEED 7 | HP 80

ATTACK ACTIONS

Grab and Bite: +13 vs AC; 20 Damage

Rending Claws: +13 vs AC; 10 Damage AND immediately make this attack again (maximum 4 per turn)

ABILITIES

Evil • Beast

Reach 2

SPECIAL POWERS

Brachiate: Use at end of this creature's turn; until start of its next turn, this creature cannot be targeted by attacks while adjacent to a wall.

Silverback: +5 Damage against Beast targets.

A mighty girallon twisted by malice and cruelty.

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11 Frost Dwarf

LEVEL 4 | AC 20 | DEF 16 | SPEED 5 | HP 35

ATTACK ACTIONS

Icy Axe: +11 vs AC; 5 + 5 cold Damage

Chill Touch: +9 vs DEF (Fort); 5 cold Damage AND Slowed

ABILITIES

Dwarf • Cold

Resist 10 Cold

SPECIAL POWERS

Frostborn: +5 Damage while within 2 squares of a Cold ally.

Corrupted by his frost giant masters, the frost dwarf knows nothing of mercy.

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78 Hill Giant Barbarian

LEVEL 16 | AC 24 | DEF 22 | SPEED 8 | HP 130

ATTACK ACTIONS

Club: +19 vs AC; 30 Damage

Wild Swing: +17 vs AC; 40 Damage AND Stunned; this creature is Immobilized on miss.

ABILITIES

Giant • Primal

Reach 2

SPECIAL POWERS

Furious Spirit: At end of this creature's turn, it takes 10 Damage if it did not make a attack during that turn.

Giant Stride: Minor action; this creature moves up to its Speed.

Overwhelming Size: +2 Attack and +5 Damage against Medium or smaller targets.

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95 Hill Giant Chieftain

LEVEL 16 | AC 30 | DEF 28 | SPEED 7 | HP 95

ATTACK ACTIONS

Studded Mace: +21 vs AC; 25 Damage

Hurled Stone: (range 10) +19 vs DEF (Ref); 25 Damage AND Dazed. RECHARGE when this creature starts its turn adjacent to statue terrain.

ABILITIES

Giant • Primal

Reach 2

SPECIAL POWERS

Battle Agility 3: After this creature hits with a attack, it can immediately shift 3 squares.

Threatening Reach: Can make opportunity attacks against enemies within Reach.

CHAMPION 2

Warband Building: All Giant and Ogre creatures are legal in your warband.

- Use at start of your creature's turn. That creature has Threatening Reach until end of round.
- Use at start of round. Until end of round, Giant creatures in your warband have +5 AC against opportunity attacks while moving.

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14 Horde Zombie

LEVEL 5 | AC 16 | DEF 15 | SPEED 4 | HP 25

ATTACK ACTIONS

Slam: +7 vs AC; 10 Damage

ABILITIES

Undead

SPECIAL POWERS

Horde: Use only if no other Horde Zombie in your warband has used Horde this round. At end of round, if you control 2 or more creatures named Horde Zombie, you can place 1 extra creature named Horde Zombie in your start area. This creature is part of your warband and is considered to have activated this round.

Mob Attack: +5 Damage while target is adjacent to 2 or more allies with Mob Attack.

"Will this sickening parade of corpses never end?"
–Jozan, cleric of Pelor

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15 Howling Orc

LEVEL 6 | AC 18 | DEF 16 | SPEED 7 | HP 55

ATTACK ACTIONS

Greataxe: +9 vs AC; 20 Damage

ABILITIES

Orc • Rage

SPECIAL POWERS

Unruly: +5 Damage if no higher-level ally is within 5 squares of this creature.

With a terrifying howl, the orc ripped into his enemy and split its skull.

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65 King Obould Many-Arrows

LEVEL 13 | AC 24 | DEF 23 | SPEED 8 | HP 95

ATTACK ACTIONS

Flaming Greatsword: +16 vs AC; 15 + 10 fire Damage

ABILITIES

Evil • Orc • Primal

Unique

Immune Flanking: Does not grant combat advantage when flanked.

SPECIAL POWERS

Bloodrage 10: +10 Damage while Bloodied.

Death Strike: Immediate, when destroyed; make a attack.

Domineering: Your warband cannot include any other champions.

CHAMPION 2

- Use on your turn when an ally hits with a attack. Activate 1 extra creature this turn.
- Use when an Orc ally shifts. That ally can shift 1 extra square.

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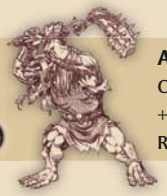
56 Ogre War Hulk

LEVEL 13 | AC 25 | DEF 19 | SPEED 6 | HP 95

ATTACK ACTIONS

Three-Headed Flail: +16 vs AC; 30 Damage

Flail Sweep: (blast 3) +16 vs AC; 25 Damage AND push 1 square, push 1 square only on miss



ABILITIES

Ogre • Rage

+4 DEF (Fort)

Reach 2

With a single sweep of its mighty flail, the war hulk scattered a whole squad of enemies in a curtain of gore.

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26 Orc Mauler

LEVEL 8 | AC 22 | DEF 18 | SPEED 6 | HP 55

ATTACK ACTIONS

Morningstar: +15 vs AC: 15 Damage

ABILITIES

Orc • Martial

SPECIAL POWERS

Intimidating Presence: Adjacent enemies cannot make opportunity attacks.

The orc mauler revels in the pain he inflicts and the scars he bears.

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19 Orc Wardrummer

LEVEL 4 | AC 18 | DEF 19 | SPEED 6 | HP 35

ATTACK ACTIONS

Club: +9 vs AC; 10 Damage

ABILITIES

Orc

SPECIAL POWERS

Drumbeat: Replaces attack action: Choose 1 effect, which lasts until start of this creature's next turn. Drumbeat effects end immediately if this creature is eliminated.

Overwhelming Drumbeat: Enemy champions within 10 squares cannot use Champion powers.

Resistance Drumbeat: Allies within 10 squares have +4 DEF.

Frenzied Drumbeat: Allies within 10 squares have +5 Damage against Bloodied targets.

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10 Quaggoth Slave

LEVEL 4 | AC 15 | DEF 14 | SPEED 7 | HP 25

ATTACK ACTIONS

⨺ **Stone Club:** +9 vs AC; 15 Damage

ABILITIES

Quaggoth • Rage

SPECIAL POWERS

Aggressive 5: +5 Damage until Bloodied.

❑ **Savage Frenzy:** Use when this creature hits with a ⨺ attack; this creature gains +20 HP. This can increase this creature's HP above its starting total, though it is considered Bloodied only at 10 HP or fewer.

Drow, mind flayers, and other masterminds of the Underdark prize the quaggoth's ferocity in battle.

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27 Tiefling Blademaster

LEVEL 8 | AC 22 | DEF 18 | SPEED 6 | HP 55

ATTACK ACTIONS

⨺ **Rapier:** +15 vs AC: 15 Damage

ABILITIES

Tiefling • Martial

SPECIAL POWERS

Aggressive 5: +5 Damage until Bloodied.

CHAMPION 2 ❑❑

- Use before rolling initiative. Roll 1 extra d20 for initiative this round.
- Use when this creature damages an enemy. Allies have +2 Attack and +5 Damage until end of round.

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11 Troglodyte Thug

LEVEL 4 | AC 20 | DEF 18 | SPEED 6 | HP 35

ATTACK ACTIONS

⨺ **Club:** +9 vs AC; 10 Damage

ABILITIES

Troglodyte

SPECIAL POWERS

Stench: Adjacent living creatures have -2 Attack; Troglodytes immune.

The troglodyte's putrid musk has overcome many a foe.

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70 Warduke

LEVEL 14 | AC 24 | DEF 20 | SPEED 6 | HP 100

TTACK ACTIONS

⨺ **Bastard Sword:** +17 vs AC; 20 Damage

Intimidating Glare: (nearest) Minor action, +17 vs Will; target has -4 AC and -4 DEF until this creature takes damage

ABILITIES

Evil • Human • Martial

Unique

Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPECIAL POWERS

Cleave: Immediate, when this creature's ⨽ attack destroys an enemy; make a ⨺ attack. Usable once per turn.

Bloodthirsty 5: +5 ⨽ Damage against Bloodied targets.

Methodical Killer 20: +20 ⨽ Damage against the lowest-level enemy in play.

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War Drums™
Credits

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